

THE TROJAN WAR

The Game of Gods & Heroes



METAHISTORY 2

THE TROJAN WAR

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Version 1.0
February 2001

“And so he bit the cold bronze. “ (The Iliad)



Can you stand with the heroes of Troy? The bloody struggle of Greeks and Trojans before the walls of Troy inspired an age. Homer's Iliad immortalized Hector, Achilles, Ajax and Helen -- whose love launched war. Now you re-fight the siege of Troy. You stand with those legendary heroes. You relive the drama that's inspired courage for three millennia.

TROJAN WAR is true to its source, the Iliad. The map represents the area described by Homer. The play counters represent 56 Greek and 51 Trojan named heroes of three classes, plus chariots and status markers. Rules cover combat with bow -and spear, chariots,, rendering aid, rallying and intervention of the gods. There are eleven scenarios covering different stages of siege plus a campaign game of the entire eleven years.

TROJAN WAR is a two player historical simulation game of the Greek siege of Troy. It recreates combat from 1200 B. C., when Greek history emerged from the mists of legend. Western civilization is molded by the ideals of that age. The warrior myths of Greece stand with the Bushido spirit of Japan and the Nordic traditions of Valhalla. We bring you this slice of history in the spirit in which it was lived.

LEVEL: Average complexity for two players age 12 and up.

PLAYABILITY: Scenarios play in 1/2 to 4 hours of rapid action.

COMPONENTS: 240 play counters, 17 x 22 map and rules booklet.

1.0 INTRODUCTION

TROJAN WAR is a two-player game about the legendary conflict between the ancient Greeks and the city of Troy. This battle, conventionally dated 1185 B.C., is the basis of Homer's epic poem, *The Iliad* and other Greek and Roman works.

The map portrays the site of Troy, as described by Homer. Each playing piece represents a specific hero of one of the armies together with the common footsoldiers led by him. Chariots are also present. Acts of intervention by the gods of Greek mythology are included in the game.

TROJAN WAR includes eleven scenarios, each a separate game which covers a part of the siege. Also included is a Campaign Game, which covers the entire siege.

2.0 MAP

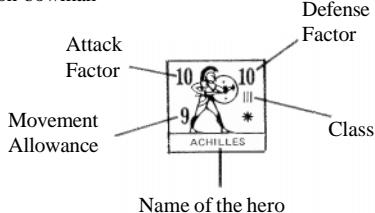
Ship hexes are landings for the Greeks in some scenarios. Large letters indicate start lines in some scenarios. The track of numbers is for recording GameTurns and Victory Points.

3.0 COUNTERS

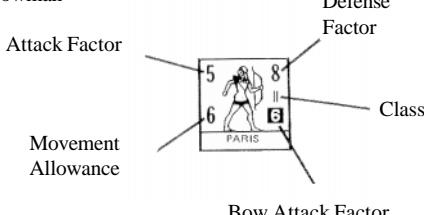
Blue-Green counters are Greeks. Orange-Red counters are Trojans.

3.1 Heroes.

Non-bowman



Bowman



An "R" at the right side of a Hero counter indicates that the Hero is a replacement (see 10.0). An "—" indicates that the Hero is used only in a *limited number* of scenarios.

3.2 Chariots



Movement Allowance

3.3 Combat Results Markers.



Name of result

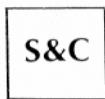
Defense Factor Adjustment



3.4 God Intervention Chits.



a God Fights



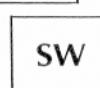
Strength and Courage



Render Enemy Helpless



Deflect Weapon



Stop Weapon



A MIST shields a hero



Rescue a Hero



Rescue a Slain hero



HEAL a friend

3.5 Markers.

Game Turn	game turn
	Victory Points (ones)
	Tens of Victory Points
	Hundreds of Victory Points
Gods Intervention This Turn	

4.0 PREPARATION FOR PLAY

- A. Decide which scenario to play (see 15.0).
- B. Decide which player will take each side.
- C. Take all Hero counters without “R- or “*” on them.
- D. Remove from these the Heroes indicated in the scenario rules.
- E. Add the indicated “R” and “*” Heroes.
- F. Draw the indicated number of God Intervention Chits, without looking at them.
- G. Take 15 chariots for each side.
- H. Set up as indicated in the scenario rules. The player who moves first sets up first. However, time is saved if players Set-Up Simultaneously.
1. Start the first turn, skipping the first player’s Rally phase.

5.0 SEQUENCE OF PLAY

Each Game-Turn consists of several phases, which must be performed in order. The scenario rules (see 15.0) indicate which side moves first. The actions will be explained later.

1. First Player’s Turn
 - A. Rally (“Stun” and “Panic” combat results can be removed)
 - B. Movement
 - C. Combat
 - D. Joint Replacement (Both players take replacements, if any)
11. Second Player’s Turn
 - A. Rally
 - B. Movement
 - C. Combat
 - D. Joint Replacement

6.0 MOVEMENT

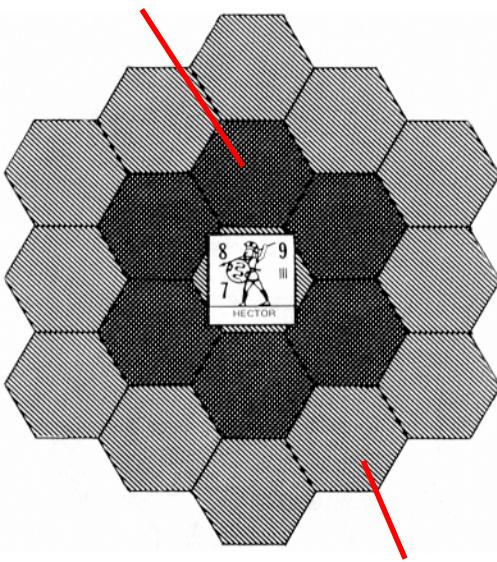
6.1 General. During each Movement phase, the player whose turn it is may move some, none, or all of his Heroes and Chariots. Each unit may be moved in any direction or combination of directions. A unit may be moved a number of hexes equal to its Movement Allowance. EXAMPLE: Achilles, who has a Movement Allowance of nine, may move nine hexes each turn. A unit may move less than its Movement Allowance and does not have to move at all. Unused movement may not be saved for next turn.

6.2 Friendly Units. A unit may freely move through a hex occupied by other units of its side. Any number of friendly units may end their movement in the same hex, but this might hurt their combat ability (see 7.5 and 7.6).

6.3 Enemy Units. A unit may never move into or through a hex occupied by a non-killed enemy Hero. In addition, an enemy Hero’s Zones of Control slows down movement in the nearby hexes (see below). Enemy Chariots by themselves do not affect movement (see 6.6.4).

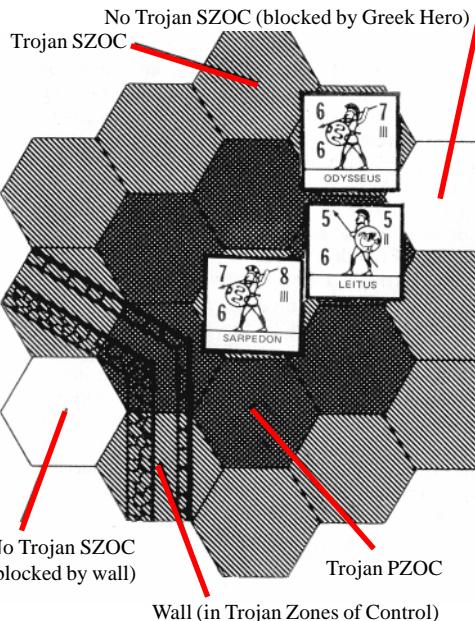
6.3.1 Extent of Zones of Control:

Primary Zone of Control (PZOC)



Secondary Zone of Control (SZOC)

Zones of Control extend into, but not through, non-killed enemy Heroes and walls.

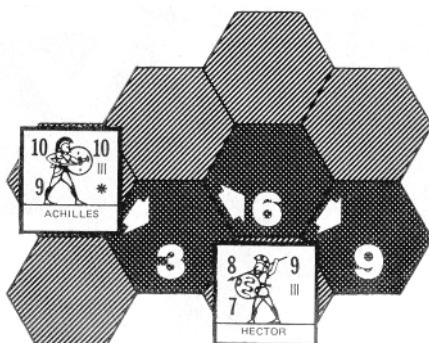


Wounded and killed Heroes do not exert ZOCs (either type).

Empty Chariots do not exert ZOCs (either type).

Stunned and Panicked Heroes do not exert SZOCs, but do exert PZOCs.

6.3.2 Effects of ZOCs: Leaving a hex in an enemy PZOC or SZOC counts as two hexes of a unit's Movement Allowance (two Movement Points), in addition to the cost of entering the next hex. (Three Movement Points total.)



EXAMPLE: Achilles can only move three hexes, not nine, since six extra Movement Points are used to exit the three hexes in the Trojan ZOCs.



EXAMPLE: Odysseus has used four Movement Points. He cannot move any further this turn

Panicked and Wounded heroes (see 8.0) and empty Chariots (see 6.6) may not enter enemy Primary Zones of Control. PZOCs also affect retreats (see 7.2.3).

6.4 Walls. See 12.1.

6.5 No Leaving the Map. Units may not leave the map. (Except by Evacuation, see 11.3).

6.6 Chariots. Each Chariot can carry up to two friendly non-killed Heroes of friendly or enemy killed Heroes.

6.6.1 Loading: A Chariot may only pick up Heroes that begin the turn in its hex.

6.6.2 Movement: A Chariot moves at its normal Movement Allowance, loaded or empty. A Chariot may enter an enemy Primary Zone of Control only if it is carrying a Normal (see rule 8.5) or Stunned (see 8.3) Hero.

6.6.3 Unloading: A Chariot may drop off a Hero in any hex that it moves through. The Chariot may continue moving, but the Hero may not move by itself that turn.

6.6.4 Capture of enemy Chariots: A Hero may move into or through hexes occupied by empty enemy Chariots without penalty. If a Hero ends Combat phase in the same hex as an enemy Chariot, the Chariot becomes friendly.

7.0 COMBAT PROCEDURE

7.1 When Combat Occurs. Each Greek or Trojan Hero which is next to an enemy Hero during its own Combat phase may attack that enemy Hero. Attacking is always voluntary.

7.2 Procedure.

7.2.1 Attack:

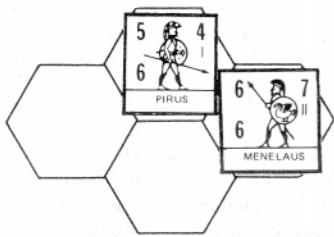
A. Subtract the Defense Factor of the defender from the Attack Factor of the attacker. This Combat Differential can be positive, negative, or zero.

B. Find the corresponding column on the Combat Results Table (CRT).

C. Roll a die and find the corresponding line on the CRT.

D. Cross-reference the column and the line on the CRT to find the combat result.

E. Apply the combat result (see 8.0).



EXAMPLE: Menelaus attacking Pirus is a 6 minus 4 attack, which gives a Combat Differential of +2. If a 3 is rolled on the die, Pirus would be Stunned.

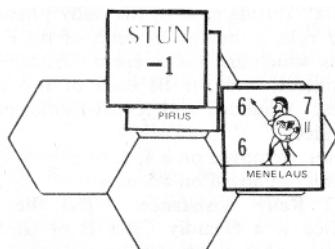
7.2.2 Counterattack: After every attack, the defending Hero may counterattack, even if it has already counterattacked during that turn. Combat results just suffered by the defender are not taken into account. However, PREVIOUS combat results are taken into account; these may prevent the counterattack (see 8.0).

A. Subtract the Defense Factor of the attacker from the Attack Factor of the defender.

B. Roll a die.

C. Cross-reference the Combat Differential and the die roll on the Combat Results Table.

D. Apply the combat result (see 8.0).



EXAMPLE: Pirus' counterattack is 5 minus 7, which is a Combat Differential of -2. If a 2 is rolled, the result is "No Effect". Pirus' Stun is not taken into account for the counterattack.

7.2.3 Retreat after Combat: Defending Heroes suffering "*" "c", or "stun" results may retreat. Attacking Heroes suffering "*" or "stun" results may retreat. All Heroes suffering "Panic" or "wound" results must retreat.

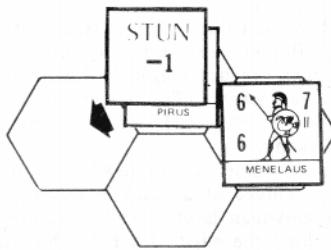
-A Hero not on a Chariot retreats one hex.

-A Hero on a Chariot retreats one or two hexes.

-No enemy Primary Zones of Control (PZOCs) may be entered. The unit may not retreat if surrounded by PZOCs; no penalty suffered. -No retreats into enemy units, into enemy walls, or off the board.

-Movement Points don't matter.

-Only the attacked or counterattacked Heroes may retreat, not Heroes stacked with them. Only one Chariot per Hero may retreat.



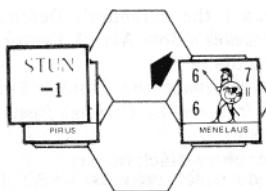
EXAMPLE: Pirus may retreat one hex. Menelaus may not retreat, since Pirus' counterattack was ineffective.

7.2.4 Advance after combat:

Attacker may advance if A) defender retreats or is killed, and B) attacker does not suffer a "Stun" or worse. Defender may never advance, regardless of the counterattack's results.

-Advance is along defender's retreat path or into killed defender's hex; one hex if attacker is on foot and one or two hexes if on a Chariot.

-Always voluntary, but must be done immediately, before any other attacks.



EXAMPLE: Menelaus may advance into the hex that Pirus just retreated out of.

7.2.5 Multiple Attacks (HeroClasses):

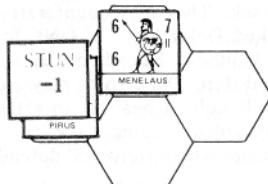
A Class III Hero may attack three times per Combat phase.

A Class II Hero may attack twice per Combat phase.

A Class I Hero may attack once per Combat phase.

Any Hero may counterattack any number of times.

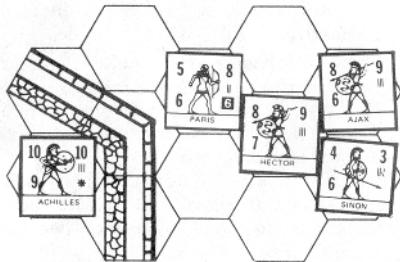
The defender of the second or third attack may be the same Hero as for the first attack, or it may be a different Hero. Counterattack, retreat, and advance can be done after each of a Hero's attacks. The previous combat results can modify or prevent the attack or counterattack; see 8.0.



EXAMPLE: Menelaus may attack Pirus again, this time benefiting from Pirus' Stun. Pirus may not counterattack, since he is Stunned.

7.3 Bow Attacks. Bow Attacks may be done by Heroes with Bow Attack Factors. Bow Attacks are done against defenders two or three hexes away. (The bowman Hero may instead do a NORMAL attack against an adjacent enemy.)

The intervening hex or hexes may not be a wall or occupied by a non-killed Hero, unless the firing bowman is on a wall. The bowman can fire along the edge of a hex which has a wall or friendly Hero.



EXAMPLE: Paris can fire at Ajax, but not at Sinon or Achilles.

A. Subtract the defender's Defense Factor from the attacker's Bow Attack Factor.

B. Roll a die.

C. Cross-reference the Combat Differential and the die roll on the Combat Results Table; apply the result.

D. NO counterattack occurs.

E. The defender retreats AWAY from the Bowman, if retreat occurs (see 7.2-3).

F. NO advance after combat.

G. The Bowman Hero may do a second attack, either bow or normal. (All bowmen are Class II Heroes; see 7.2.5).

7.4 No Combined Attacks. No more than one attacker may attack a single defender at a time. Attack Factors may not be combined.

Also, only one attacking Hero is allowed to put combat results on a single defender in a single Combat phase. A defender may be attacked by a second attacker only if the first one's attacks were ineffective ("No Effect" or "Chariot Hit"). A single attacker may attack a defender more than once per Combat phase, though; see 7.2.5.

7.5 No Stacked Attackers. If two or more non-killed Heroes are in a hex, none of them may attack. They may counterattack.

7.6 Stacked Defenders. If ONE Stunned, Panicked, or Wounded Hero is in the same hex as ONE normal Hero, the owning player decides which one will defend against an attack. In any other type of defending stack, the attacking player decides which Hero will defend.

8.0 COMBAT RESULTS

The following outcomes are possible from combat:

8.1 No Effect.

8.2 Chariot Hit. One Chariot is removed from the affected Hero's hex. Ignore if no Chariot is present.

8.3 Results on Hero (Stun, Panic, Wound, or Kill). A marker of the appropriate type is placed on the affected Hero. Killed Heroes are turned upside-down on the map.

8.4 Accumulation of Results. If a Hero that already bears a combat result receives that result again, it changes to the next most severe result:

Stun + Stun = Panic

Panic + Panic = Wound

Wound + Wound = Killed

If the Hero receives a worse result, the Hero is given that new result:

Stun + Panic = Panic

Stun + Wound = Wound, etc.

If the Hero receives a less severe result, the new result is ignored:

Wound + Stun = Wound, etc.

8.5 Normal Heroes. A Normal Hero is one who does not bear a combat result, either Stun, Panic, Wound, or Killed. Only a Normal Hero can Render Aid (see rule 11.1) and destroy Greek ships (see 14.4).

9.0 RALLYING

9.1 Removing Stun and Panic Combat Results.

During each of his Rally phases, each player rolls a die for A) each of his Panicked Heroes which are not in enemy Primary Zones of Control, and for B) each of his Stunned Heroes. Wounded and Killed Heroes may not be Rallied.

Stun: removed on a 4, 5, or 6.

Panic: removed on a 5 or 6.

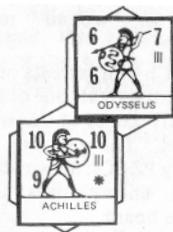
9.2 Rally Assistance. The die roll is modified if a friendly Class II or III Hero is in the same hex or an adjacent hex.

Class II: add one to die roll

Class III: add two to die roll

A Hero may not give Rally Assistance while he is himself Stunned, Panicked, Wounded, or Killed. He may give Rally Assistance during the same Rally phase that he recovers, though.

No more than one Hero can assist on a single die roll. However, more than one die roll may be assisted by a single Hero.



EXAMPLE: Odysseus becomes un-Stunned if a 2 or higher is rolled.

EFFECTS OF COMBAT RESULTS

	Stun	Panic	Wound	Killed
Retreats: (see 7.2.5)	Optional	Mandatory	Mandatory	---
Attack/ Counterattack:	Prohibited	Prohibited	Prohibited	Prohibited
Defense Factor Adjustment:	Reduced by one	Reduced by two	Halved (round fractions down)	---
Movement	Normal	Can't enter' enemy PZOCs	Can't enter' enemy PZOCs	None
Exerts PZOC9	Yes	Yes	No	No
Exerts SZOC?	No	No	No	No

*: Can't move is surrounded by enemy **PZOCs**

10.0 REPLACEMENT UNITS

10.1 Replacing Killed Heroes. Whenever a Hero is killed, the owning player takes one new Hero that is marked with an “R”. Also, a replacement is taken for each Wounded Hero that is Evacuated. (See 11.3.) No More than 12 Replacement Heroes for each side may be on the board. (A Replacement Hero represents the common foot-soldiers, who had been following the old Hero, now with a lower quality leader.)

10.2 Entering the Map. Replacement Heroes are placed on the last hex-row on the map, behind the wall of Troy for the Trojans and on Ship hexes for the Greeks. They may not be placed in enemy Primary Zones of Control. A Replacement Hero may be placed on the map in any Joint Replacement phase following the Combat phase in which the original Hero was killed.

10.3 Killed Replacement Heroes. Killed Replacement Heroes may be replaced. Unlike other Heroes, killed replacements are not left on the map, but rather return at once to the replacement pool.

11.0 RENDERING AID

11.1 Panicked and Wounded Heroes can move by themselves, but cannot enter enemy PZOCs. However, a Panicked or Wounded Hero may be escorted into a PZOC by a Normal Hero. (see rule 8.5) The Normal Hero moves into the hex and then continues its movement accompanied by the Panicked or Wounded Hero. Chariot movement may be used if both the transported and transporting Heroes begin in the same hex with a Chariot, or if both Heroes begin in different hexes, but both have Chariots. The Normal Hero may “drop

off” the Panicked or Wounded Hero at any point during its movement. The Panicked or Wounded Hero may not move by itself that turn. A single Normal Hero may only escort one Panicked or Wounded Hero in a turn.

11.2 Killed Heroes can be transported by friendly or enemy Chariots, or friendly or enemy Heroes. The transporting Hero may not bear any combat results. Movement is at the normal rate.

11.3 Evacuation of Killed and Wounded Heroes. If a killed or wounded Hero reaches the last hexrow on its side of the map, behind its own wall, the owning player may remove it from the board to prevent further harm.

Also, killed Heroes may be evacuated (captured) by the enemy player (see 14.2). Wounded Heroes may not return to the board unless “healed” by God Intervention (see 13.3.9).

12.0 WALLS

The wall around Troy is always friendly to the Trojans. The Greek Sea Wall is always friendly to the Greeks.

12.1 Effect on Movement. Friendly Heroes move normally. Enemy Heroes must end their movement when moving onto the wall from the ground. They may not enter PZOCs when moving onto the wall unless the Heroes exerting the PZOCs are on the ground. Enemy Chariots may not move onto a wall. All units move normally from wall hex to wall hex or from wall hex to ground hex.

12.2 Effect on Defense Factors. When a Hero on a friendly wall is attacked or counterattacked by a Hero on the ground, its Defense Factor is increased, unless it is on a Chariot.

Trojan Wall: Trojan Hero's Defense Factor increased by three.

Greek Sea Wall: Greek Hero's Defense Factor increased by two.

12.3 Effect on Advance and Retreat. Heroes may advance into an enemy or friendly wall normally. Heroes may not retreat into an enemy wall from a ground hex.

12.4 Effect on Zones of Control. For Heroes on the ground, ZOCs extend into but not through walls. Heroes on walls have normal ZOCs in all directions.

12.5 Tearing Down the Greek Sea Wall. If four or more Trojan Heroes (Normal or not) are on or behind the Greek Sea Wall at any time, the wall is destroyed for the rest of the scenario. All hexes of the Greek Sea Wall are treated as normal hexes for all purposes. Trojan Heroes killed OUTSIDE the Greek Sea Wall and transported inside the Wall do not count towards the required four Heroes.

13.0 INTERVENTION OF THE GODS

13.1 Acquiring God Intervention Chits. Before play begins, all God Intervention counters are placed upside-down and thoroughly mixed up. Each player then draws the number indicated in the scenario rules, without letting the other player see them.

The scenario rules might specify additional, non-random chits.

13.2 Use of God Intervention Chits. When a chit is played, it is removed from the player's pile so that it will not be played again. Some of the counters are placed on the heroes they affect.

A God Fights: may be played at any time*.

Strength & Courage: may be played at any time*.

Stop Weapon: may be played at any time*.

Mist: may be played at any time*.

Rescue Hero: may be played at any time*.

Rescue Slain: may be played at any time*.

Render Enemy Helpless: at the end of any friendly Combat phase.

Heal: during any friendly Rally phase.

Deflect a Weapon: immediately after any attack or counterattack.

*These may not be played DURING a die roll, to change an already announced attack.

13.3 Effects of God Intervention Chits.

13.3.1 A God Fights: The counter is placed on top of a friendly Hero. Two is added to the Hero's Defense Factor. Also, two is added to the DIE ROLL for each attack or counterattack by that Hero. EXAMPLE: If a Hero assisted by a God Fights attacks with a Combat Differential of +2, his opponent is killed if a 5 or 6 is rolled.

A die is rolled for each "A God Fights" chit on the map each friendly Rally phase. The chit is removed if a

I or 2 is rolled.

13.3.2 Strength & Courage: The chit is placed on top of a friendly Hero. One is added to both the Attack Factor and the Defense Factor of that Hero.

A die is rolled for each "S&C" chit on the map each friendly Rally phase. The chit is removed if a 1 is rolled. The chit is also removed if the Hero ever becomes Panicked or Wounded.

13.3.3 Render an Enemy Helpless: A "Panic" marker is placed on an enemy Hero at the end of the friendly Combat phase. The Hero can be Rallied. A Hero who is already Panicked becomes Wounded.

13.3.4 Deflect Weapon: One combat result which has just been applied to a friendly Hero can be reduced.

Chariot Hit is ignored.

Stun is removed.

Panic becomes Stun.

Wound becomes Panic.

Killed becomes Wound.

13.3.5 Stop Weapon: The chit is placed on a friendly Hero. The Hero may not be attacked during the enemy Combat phase of the current turn. He MAY be counterattacked. The chit is automatically removed from the Hero at the end of the enemy Combat phase.

13.3.6 Mist: The chit is placed on top of a friendly Hero. That Hero may not attack or be attacked. Also, the Hero does not exert a Zone of Control. Other Heroes in the hex are not affected.

The Mist is removed whenever the affected Hero leaves the hex, or whenever the owning player wishes.

13.3.7 Rescue a Hero: A non-killed friendly Hero is removed from the map. Chariots remain behind. On the next Replacement phase, he can reenter the map as if he were a replacement (see 10.2).

13.3.8 Rescue a Slain Hero: A killed friendly Hero is removed from the map to prevent capture. The Hero may have been transported by an enemy, but it may not have been already removed from the map by the enemy.

13.3.9 Heal: During the friendly Rally phase, a "Stun", "Panic", or "Wound" is removed from a friendly Hero.

13.4 Time Limit. A player may not use more than one God Intervention chit per GameTurn. This does NOT include God Intervention chits and other events provided for in the Special Rules for a scenario. The player places his Gods Intervention This Turn marker on the Game Turn track as a memory aid.

14.0 VICTORY POINTS

14.1 Awarding Victory Points. In most scenarios, victory is determined by Victory Points. Victory Points are awarded as follows:

Killing a Hero: Class Number times Attack Strength.

Wounding a Hero: $\frac{1}{2}$ Class Number times Attack Strength.

Killing a Wounded Hero: $\frac{1}{2}$ Class Number times Attack Strength.

Capturing a Killed Hero: Class Number times Attack Strength. (see below)

Lack of Aggressiveness: -4 Victory Points (see below).

Destroying Greek Ships; (Trojans only): Depends on scenario.

EXAMPLE: If the Trojans kill Odysseus, a Class III Hero with an Attack Strength of 6, they receive 18 Victory Points. The Trojans would receive 9 points ($\frac{1}{2} \times 18$) for wounding Odysseus.

14.2 Capture of Killed Heroes. An enemy Hero is considered captured when he is evacuated from the map. Victory Points are awarded to the capturing player, in addition to those already awarded for killing that Hero. Replacement Heroes cannot be captured, since they are not left on the map when killed (see 10.3).

14.3 Aggressiveness. If a player has fewer than ten non-killed Heroes outside his own wall at the end of his own Movement phase, the other player receives four Victory Points, each turn that this happens. This rule is ignored if the Greek Sea Wall is torn down (see 12.5).

14.4 Destruction of Greek Ships. In some scenarios, victory depends on the destruction of Ship hexes. If a Normal Trojan Hero (see 8.5) begins the Trojan Movement phase on a Ship hex, that ship is permanently destroyed.

14.5 Keeping Track. Each player has a “1x”, “10x”, and “100x” Victory Points counter. When a player receives Victory Points, he moves his counters on the GameTurn Record track on the map.

15.0 SCENARIOS

Note: Scenario 15.2 is the easiest to play, since it does not involve Gods Intervention Chits. Scenarios 15.1, 15.4, 15.5, 15.6, and 15.10 are also good for beginning players.

15.1 The Deeds of Diomedes, from THE ILIAD,

Book V. Shortly after Agamemnon's famous quarrel with Achilles, both armies make ready to fight. The Greek hero Diomedes is especially favored by the goddess Athena that day.

Trojan Army: All non-*, non-replacement Heroes, plus Pandarus; 15 Chariots

Greek Army: All non-*, non-replacement Heroes; 15 Chariots

Gods Intervention Chits: Trojans--6; Greeks-5

Set-up: Trojans on or behind line of hexes between T and T'

Greeks on or behind line of hexes between G and G'

First Move: Greeks

Game Length: Eight Game-Turns

Victory: The player with the most Victory Points wins

Special Rule: Diomedes (Greek) receives two free “Strength & Courage” chits during the game. They may not both be in effect at the same time. They are lost in the usual ways (see 13.3.2).

15.2 The Short Battle, from THE ILIAD,

Book VIII. The god Zeus is resolved to bring ill on the Greek army. Accordingly, he sends a crash of lightning into the Greek ranks at an unexpected moment, temporarily demoralizing them. While Zeus does his will, no other god is allowed to intervene.

Trojan Army: All non-*, non-replacement Heroes; 15 Chariots

Greek Army: All non-*, non-replacement Heroes; 15 Chariots

Gods Intervention Chits: None

Set-up: Trojans on or behind Trojan Wall Greeks on or behind Greek Sea Wall

First Move: Trojans

Game Length: eight Game-Turns

Victory: The player with the most Victory Points wins.

Special Rule: Zeus' Intervention: During any two consecutive Greek Rally phases, the Trojan player may declare that no panicked Greek Heroes may Rally.

15.3 The Battle at the Ships, from THE ILIAD, Book XI+

Book XI+ Agamemnon initiates the battle with great zeal, but is eventually wounded, causing the Greeks to become disheartened. Zeus is still determined to see the Trojans triumph. Only the god Poseidon defies him and lends surreptitious aid to the two Ajaxes. The Greek misfortune at last forces Achilles to allow his friend Patroclus to impersonate him in order to help the Greeks.

Trojan Army: All non-*, non-replacement Heroes; 15 Chariots

Greek Army: All non-*, non-replacement Heroes; 15 Chariots (plus Patroclus; see below)

Gods Intervention Chits: Trojans--10; Greeks none

Set-up: Trojans on or behind line of hexes from T to T' Greeks on or behind Greek Sea Wall

First Move: Trojans

Game Length: twelve Game-Turns

Victory: The Trojans win if they destroy three Greek ships (see 14.4) AND have 50 Victory Points more than the Greeks at the end of the game. The Greeks win by preventing a Trojan victory.

Special Rules:

A. Agamemnon's Recklessness: Agamemnon (Greek) must make an attack every turn, starting with turn three. If he is Stunned or Panicked or otherwise unable to attack, he becomes Wounded. (Victory Points awarded).

B. Loss of Agamemnon: When Agamemnon is killed or wounded, no Panicked Greeks may be Rallied for the next two turns.

C. Patroclus' entry, disguised as Achilles: Patrocles enters the map after either A) a Normal Trojan moves adjacent to a Ship hex, or B) the Trojans have 40 Victory Points more than the Greeks. He enters in the same way as a Replacement Hero (see 10.2). No Panicked Trojans may be Rallied for the next two turns. Once Patroclus has entered, the Greeks lose five Victory Points a Normal Patroclus does not make

an attack. The Trojans receive 50 Victory Points if a killed Patroclus is captured, instead of the usual 21.

D. Ajax and Ajax the Lesser each receive one free “Strength & Courage” God Intervention chit.

15.4 The Vengeance of Achilles, from

THE ILIAD, Book XX+. Because Hector has slain Achilles’ friend Patroclus, Achilles is determined to slay Hector himself. Meanwhile, remorseful that his errors of judgement have brought the Trojans to an ill pass, Hector resolves to face Achilles in a duel to the death.

Trojan Army: All non-*, non-replacement Heroes, except Sarpedon; plus one replacement Hero; 15 Chariots

Greek Army: All non-*, non-replacement Heroes, except Agamemnon, Diomedes, Odysseus, and Eurypylus; plus Achilles and four replacements; 15 Chariots

Gods Intervention Chits: six for each player

Set-up: Trojans on or behind line of hexes from t to T’

Greeks on or behind Greek Sea Wall

First Move: Greeks

Game Length: eight Game-Turns

Victory: The Greeks win if Hector is killed by Achilles, and if Hector was not already Stunned, Panicked, or Wounded because of another Greek Hero’s attack or counterattack or an “REH” chit. The Trojans win if Achilles is killed (by any Trojan Hero or Heroes), or if the Trojans earn more Victory Points than the Greeks. If neither or both players achieve their conditions, the game is a draw.

Special Rules:

A. Achilles’ effect on Trojan morale: After Achilles has killed any Trojan Hero, Panicked Class I and Class II Trojans may not be Rallied until Achilles is wounded or killed.

B. Hector’s stubbornness: Hector (Trojan) may not go on or behind the Trojan Wall. He must attempt to Rally if Stunned or Panicked.

C. Gods’ fate: No God Intervention chits except “Rescue Hero” or “Rescue Slain” may be used to protect or assist Hector.

15.5 Then Came the Amazon, from Quintus

Smyrnaeus, Book 1. Following the death of Hector, the Amazon Queen Penthesileia arrives to help the Trojans. Still in mourning for the dead Patroclus, Ajax and Achilles remain at this grave until they realize what a danger Penthesileia poses for the Greek army.

Trojan Army: All non-*, non-replacement Heroes except Hector, Sarpedon, and Asteropaeus; plus Penthesileia and three Replacement Heroes; 15 Chariots

Greek Army: All non-*, non-replacement Heroes plus Achilles; 15 Chariots (Achilles and Ajax are not on the map—see below) *Gods Intervention Chits:* six for each player *Set-up:* Trojans on or behind Trojan

Wall

Greeks on or behind Greek Sea Wall

First Move: Trojans

Game Length: ten Game-Turns
Victory: The player with the most Victory points wins.

Special Rules:

A. Aid for Penthesileia: Penthesileia (Trojan) receives two free Strength & Courage chits during the game. See 15.1 Special Rule.

B. Lateness of Ajax and Achilles: The Greek player rolls a die at the beginning of each Game-Turn. If a six is rolled, Ajax and Achilles may enter the map (see 10.2) that turn.

15.6 The Death of Achilles, from Quintus et al.

Memnon, the prince of Ethiopia, appears to succor beleaguered Troy. He is no match for Achilles, but Achilles time is run short too. Angrily, the god Apollo assists the Trojan Paris in slaying the mighty hero.

Trojan Army: All non-*, non-replacement Heroes except Hector, Sarpedon, and Asteropaeus; plus Memnon and three Replacements; 15 Chariots

Greek Army: All non-*, non-replacement Heroes except Podarces; plus Achilles and one Replacement; 15 Chariots

Gods Intervention Chits: six for each player

Set-up: Trojans on or behind Trojan Wall Greeks on or behind Greek Sea Wall

First Move: Trojans

Game Length: eight Game-Turns

Victory: The player with the most Victory Points wins.

Special Rules:

A. Achilles’ aggressiveness: The Trojans receive ten Victory Points each turn (beginning with turn 2) that Achilles is Normal but does not make an attack.

B. Apollo’s aid to Paris: On or after Game-Turn 5, Paris may make one special bow attack on Achilles using the +7 column of the Combat Results Table.

C. Gods’ fate: No God Intervention chits except “Rescue Slain” may be used to assist Achilles.

15.7 Hercules’ Grandson, from Quintus

Smyrnaeus, Book VI. Eurypylus of Mysia, a grandson of Hercules, comes to Troy with reinforcements. Meanwhile, Odysseus and Diomedes have left Troy in order to fetch Achilles’ son, Neoptolemus. The Greeks defend in a demoralized state, since they have lost not only Achilles, but Ajax too --- by suicide.

Trojan Army: All non-*, non-replacement Heroes except Hector, Sarpedon, Asteropaeus, and Glaucus; plus Eurypylus and four Replacements; 15 Chariots

Greek Army: All non-*, non-replacement Heroes except Ajax, Antilochus, Podarces, Odysseus, and Diomedes; plus six Replacements; 15 Chariots

Gods Intervention Chits: six for each player

Set-up: Trojans on or behind Trojan Wall

 Greeks on or behind Greek Sea Wall

First Move: Trojans

Game Length: eight Game-Turns

Victory: The Trojans win if they earn 100 Victory Points more than the Greeks. If not, the Greeks win.

Special Rules: Greek Demoralization: One is subtracted from each Greek attack or counterattack die roll.

15.8 The Second Battle at the Ships, from Quintus Smyrnaeus, Book VII. Led by Euryplus, the Trojans seek the final defeat of the demoralized Greeks. The Greeks struggle to hold on, expecting that Diomedes and Odysseus will soon return, with Neoptolemus, Achille's mighty son.

Trojan Army: All non-*, non-replacement

 Heroes except Hector, Sarpedon, Asteropaeus, and Glaucus; plus Eurypylus and four Replacements; 15 Chariots

Greek Army: All non-*, non-replacement

 Heroes except Ajax, Antilochus, Podarces, Nireus, and Penelos; plus six Replacements; 15 Chariots (Odysseus, Diomedes, and Neoptolemus are off the board-see below)

Gods Intervention Chits: eight for each player

Set-up: Trojans on or behind line of hexes

 from T to T'

 Greeks on or behind Greek Sea Wall

First Move: Trojans

Game Length: eleven Game-Turns

Victory: The Trojans win if they destroy three Greek ships (see 14.4) OR if they have 100 Victory Points more than the Greeks at the end of the game. The Greeks win by preventing a Trojan victory.

Special Rules:

- A. Greek Demoralization: One is subtracted from each Greek attack or counterattack die roll.
- B. Recovery of Morale: At the beginning of each Game-Turn, the Greek player rolls a die. If a six is rolled, Greek Demoralization no longer applies. Also, Odysseus, Diomedes, and Neoptolemus may enter the map (see 10.2) that turn.
- C. Value of ships: The Trojan player receives 20 Victory Points for destroying one ship and 40 points for destroying two.

15.9 The Triumph of Neoptolemus, from Quintus Smyrnaeus, Book VIII. Achille's son, Neoptolemus, drives the Trojan army from the field.

The Greeks come so close to capturing Troy 'by storm, that Zeus sends his lightening flashing to warn the Greeks that he would not be pleased if the city fell that day. Obediently, the Greeks withdraw.

Trojan Army: All non-*, non-replacement Heroes except Hector, Sarpedon, Asteropaeus, and Glaucus; plus Eurypylus and four Replacement Heroes; 15 Chariots

Greek Army: All non-*, non-replacement Heroes except Ajax, Antilochus, Podarces, Nireus, and Penelos; plus Neoptolemus and six Replacements; 15 Chariots

Gods Intervention Chits: six for each player

Set-up: Trojans on or behind line of hexes from T to T'

 Greeks on or behind Greek Sea Wall

First Move: Greeks

Game Length: ten Game-Turns (see Special Rule)

Victory: Each side receives ten Victory Points for each Normal Hero that passes behind the enemy walls at any part of the GameTurn, or that begins and ends the turn behind the enemy walls. (Victory Points are also received in the normal ways.) The player with the most Victory Points wins.

Special Rule: Zeus' Intervention: At the end of each Game-Turn in which a normal Greek Hero is on or behind the Trojan Wall, the Trojan player may roll a die. On a five or six, the scenario ends.

15.10 The Bow of Philoctetes, from Quintus Smyrnaeus, Book X. The Greeks receive a prophecy that Troy will not fall until the Greek Bowman Philoctetes joins the wax. He is forthwith recruited and wreaks grave damage on the Trojan army. Meanwhile, the Trojan prince Deiphobus has become a seasoned warrior, 'defending his city with great skill.

Trojan Army: All non-*, non-replacement Heroes except Hector, Sarpedon, Asteropaeus, and Glaucus; plus four Replacements; 15 Chariots

Greek Army: All non-*, non-replacement Heroes except Ajax, Antilochus, Podarces, Nireus, and Pericles; plus Neoptolemus, Philoctetes, and six Replacement Heroes; 15 Chariots

Gods Intervention Chits: nine for each player

Set-up: Trojans on or behind Trojan Wall

 Greeks on or behind Greek Sea Wall

First Move: Greeks

Game Length: eight Game-Turns

Victory: The Trojan player wins if he earns more Victory Points than the Greek player. The Greek player wins if he earns $\frac{11}{2}$ times as many Victory Points as the Trojan player. Otherwise, the game is a draw.

Special Rule: Maturity of Deiphobus: Deiphobus (Trojan) is considered a Class III Hero.

15.11 The Topless Towers, from Quintus Smyrnaeus, Book XI. After Odysseus has stolen Troy's magical safeguard, the Palladium, the Greeks make a determined attempt to take the city by storm.

Trojan Army: All non-*, non-replacement Heroes except Hector, Sarpedon, Asteropaeus, Glaucus, Paris, Acamas, and Helenus; plus seven Replacements; 15 Chariots

Greek Army: All non-*, non-replacement Heroes except Ajax, Antilochus, Podarces, Nireus, and

Peneleos; plus Neoptolemus, Philoctetes, and six Replacement Heroes; 15 Chariots
Gods Intervention Chits: 10 for each player
Set-up: Trojans on or behind Trojan Wall
 Greeks on or behind Greek Sea Wall
First Move: Greeks
Game Length: twelve Game-Turns

Victory: The Greek player wins by having six Normal Heroes behind the Trojan Wall at the end of any Trojan Combat phase. The Trojan player wins by preventing a Greek victory.

Special Rules:

- A. Maturity of Deiphobus: Deiphobus (Trojan) is a Class III Hero.
- B. Theft of the Palladium: The Defense Factor of a Trojan Hero on the Trojan Wall is increased by only two, not three. (A magic idol which had rendered Troy unconquerable had been stolen.)

16.0 CAMPAIGN GAME

The Campaign Game is a series of Battles, each depicted by one of the scenarios.

16.1 Start. The set-up and first ten Game-Turns of the Campaign Game are exactly like scenario 15.1.

16.2 Recovery from Combat Results between Battles. At the conclusion of each Battle, all Stun, Panic, and Wound Combat Results are removed. Killed Heroes remain killed. EXCEPTION: Wounded Heroes do not recover between Battles Three and Four.

16.3 Start Lines for Next Battle.

If 1/2 or more of living Greek Heroes are in front of the line of hexes between G and G'

 Then Greeks start next Battle on or behind line G-G'

 Otherwise on or behind Greek Sea Wall

If 1/2 or more of living Trojan Heroes are in front of line T-T'

 Then Trojans start next Battle on or behind line T-T'

 Otherwise on or behind Trojan Wall

16.4 Gods Intervention Chits.

Battle 1: Trojans--6, Greeks-5

Battle 2: none

Battle 3: Trojans--6, Greeks-none

Battle 4+: each side--6

16.5 First Move. The side with the most living, non-replacement Heroes on the board at the beginning of each Battle moves first. In case of a tie, the Trojans move first.

16.6 Game Length. The Campaign Game consists of up to twelve Battles. Each Battle is ten Game-Turns long.

16.7 Presence of Heroes. AD non-*, non-replacement Heroes are present from the first Battle until they are killed, except for absences noted below. Heroes marked with an * are present from the Battle indicated below until they are killed.

16.7.1 Absences:

All wounded Heroes are absent from Battle 4.

Ajax, Odysseus, and Diomedes are absent during Greek Demoralization. (see 16.10).

16.7.2 *Heroes: Trojans: Pandarus is in Battle 1 and after

Penthesilia is in Battle 5 and after
Memnon is in Battle 6 and after
Euryplus is in Battle 7 and after
Greeks: Patrocles is in Battle 3, but NOT later Battles (present during set-up; ignore 15.3C)
Philoctetes is in Battle 10 and after
Neoptolemus enters after Recovery of Greek Morale (see 16.10).

16.7.3 Replacement Heroes: Replacements enter as in rule 10.0. Each player may have up to twelve Replacement Heroes on the board. Replacements may also be taken for Heroes who are absent, and removed when those Heroes return.

16.8 Free Strength & Courage Chits.

Diomedes (Greek) receives two chits in Battle 1. Ajax (Greek) receives one chit in Battle 3.

Ajax L. (Greek) receives one chit in Battle 3.

Penthesilea (Trojan) receives two chits in Battle 5.

The chits are lost if the indicated Hero is killed.

16.9 Greek Leadership Quarrels. At the end of the Battle in which Achilles is killed, the Greek player rolls a die, if both Ajax and Odysseus are still alive.

I or 2: Ajax is killed

3: Odysseus is killed

4 or 5: both Ajax and Odysseus are killed

6: Neither is killed

16.10 Greek Demoralization and Recovery of Morale.

During the Battle AFTER the one in which Achilles is killed, one is subtracted from all Greek attack and counterattack die rolls. During the second Battle after Achilles' death, the die-roll modification applies until Recovery of Morale. Recovery of Morale is rolled for at the beginning of each Game-Turn of the second Battle after Achille's death, and occurs if a six is rolled. Recovery of Morale occurs automatically at the end of this Battle, if a six has not been rolled yet.

Ajax, Odysseus, and Diomedes are absent during Greek Demoralization. They may enter the map (if not killed earlier) when Recovery of Morale occurs, together with Neoptolemus.

16.11 Chariots. Each side always starts each Battle with 15 Chariots.

16.12 Repair of Torn-down Greek Sea Wall. If the Greek Sea Wall is torn down (see 12.5), it automatically reappears for the next Battle.

16.13 Zeus' Aid to Trojans.

16.13.1 Rallying: See 15.2 Special Rule. This may be done on any Game-Turn of any Battle.

16.13.2 End of Battle:

At the end of each Game-Turn in which a Normal Greek Hero is on or behind the Trojan Wall, the Trojan player MAY roll a die. On a five or six, the Battle ends. *Only one Battle may be ended in this way.*

16.14 Apollo' Aid to Paris. See 15.6 B. This may

be done on or after Game-Turn 5 of Battle 6, or any-time during a later Battle.

16.15 Theft of the Palladium. Before set-up for each Battle after the death of Achilles, the Greek player MAY designate one Greek Class III Hero and roll a die:

1 : the Hero is killed

2-5: No effect

6: the Palladium is stolen (see 15.11, B)

If Odysseus is the designated Hero, a 5 results in the Palladium being stolen, rather than "no effect".

16.16 Miscellaneous Special Rules.

All three Special Rules of 15.4 are in effect

for Battle 4. (They do not apply to later Battles, even if Hector lives.) Lateness of Ajax and Achilles (15.5 B) is in effect for Battle 5. God's fate (15.6 C) is in effect for Battle 6 and after, until Paris uses his special shot. Maturity of Deiphobus (15.10) is in effect for Battles 10 and 11.

16.17 Victory. The Greek player wins by having six Normal Heroes (see 8.5) behind the Trojan Wall *at the end of any Trojan turn*. The Trojan player wins by destroying six Greek Ship hexes. (see 14.4), not necessarily all in the same Battle. Victory Points are not used.

16.18 Killed Heroes are immediately removed from the map. All "Rescue Slain" Gods Intervention Chits are treated as "Rescue Hero". (Since Victory Points are not used, capture of Heroes is meaningless.)

16.19 Wooden Horse. If neither side has won by the end of Battle 11 and if Odysseus is alive, the Greek player may decide to fight a twelfth Battle. This Battle is preceded by a die roll:

1, 2, or 3: Up to six Greek Heroes may set up inside Troy

4, 5, or 6: The Greek Demoralization die roll modification applies

No Gods Intervention chits are used. The normal Start Lines (see 16.3) are used, except as noted above. The Greeks automatically set up first and move first. The victory conditions of 16.17 still apply. The game is a Trojan marginal Victory if:

- A. Odysseus had been killed previously,
- B. The Greek player decides not to fight a twelfth Battle, or
- C. Neither side wins the final Battle by Game-Turn 10.

COMBAT RESULTS TABLE

Die Roll

Combat Differential

Die Roll

	-5	-4	-3	-2	-1	0	+1	+2	+3	+4	+5	+6	+7	Die	Roll
1	*	*	*	*	*	*	*	*	*	c	s	p	p	1	
2	*	*	*	*	*	c	c	c	c	s	p	p	w	2	
3	*	*	*	c	c	s	s	s	s	p	p	w	w	3	
4	*	*	c	s	s	s	s	p	p	p	p	w	k	4	
5	*	c	s	s	s	s	p	p	w	w	w	k	k	5	
6	c	s	s	s	p	p	p	w	k	k	k	k	k	6	
7	s	s	p	p	w	w	w	k	k	k	k	k	k	7	
8	p	p	w	w	k	k	k	k	k	k	k	k	k	8	

Explanation of combat results:

“*” No Effect

“c” Chariot Hit

“s” Stun

“p” Panic

“w” Wound

“k” Killed

Differentials greater than +7 are treated as +7. Differentials less than -5 are treated as -5.



TROJAN

GREEK

"And so he bit the cold bronze." (The Iliad)



Can you stand with the heroes of Troy? The bloody struggle of Greeks and Trojans before the walls of Troy inspired an age. Homer's Iliad immortalized Hector, Achilles, Ajax and Helen -- whose love launched war. Now you re-fight the siege of Troy. You stand with those legendary heroes. You relive the drama that's inspired courage for three millenia.

TROJAN WAR is true to its source, the Iliad. The map represents the area described by Homer. The play counters represent 56 Greek and 51 Trojan named heroes of three classes, plus chariots and status markers. Rules cover combat with bow and spear, chariots, rendering aid, rallying and intervention of the gods. There are eleven scenarios covering different stages of siege plus a campaign game of the entire eleven years.

TROJAN WAR is a two player historical simulation game of the Greek siege of Troy. It recreates combat from 1200 B. C., when Greek history emerged from the mists of legend. Western civilization is molded by the ideals of that age. The warrior myths of Greece stand with the Bushido spirit of Japan and the Nordic traditions of Valhalla. We bring you this slice of history in the spirit in which it was lived.

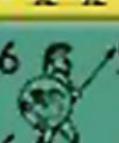
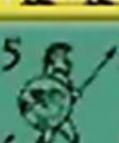
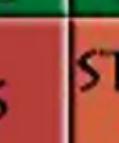
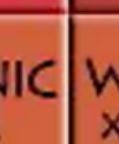
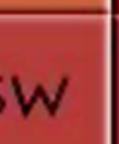
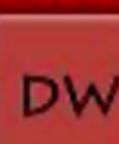
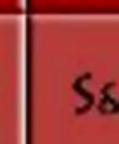
LEVEL: Average complexity for two players age 12 and up.

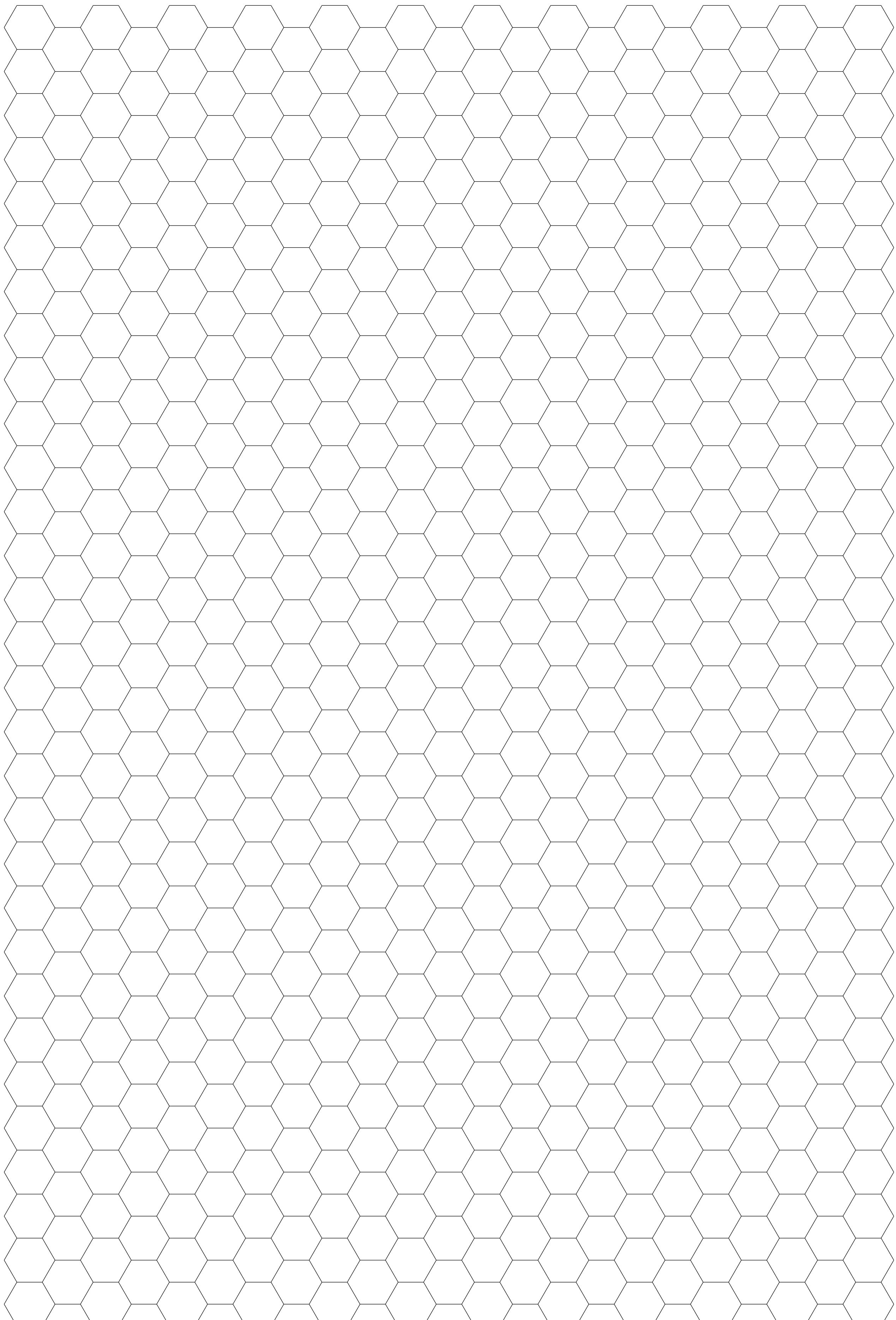
PLAYABILITY: Scenarios play in 1½ to 4 hours of rapid action.

COMPONENTS: 240 play counters, 17 x 22 map and rules booklet.

Metagaming

Box 15346
Austin, TX 78761

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 5 6	 5 6	 4 6	 4 6	 5 6	 3 6	 8 6	 8 6	 7 6	 6 6	 9 6
 8 6	 8 7	 7 6	 7 6	 9 6	 9 9	 10 9	 7 7	 7 7	 7 6	 6 6
 6 6	 5 6	 6 6	 5 6	 5 6	 4 6	 4 6	 3 6	 5 6	 5 7	 6 6
 12	 12	 HEAL	 REH	 RS	 STUN -1	 VP 1X	 VP 10X	 VP 100X	 7 6	 6 6
 6 6	 PANIC -2	 WND x1/2	 GAME TURN	 RH	 SW	 DW	 S&C	 MIST	 GF	



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0127	0226	0326	0426	0526	0626	0726	0826	1026	1126	1226	1326	1426
0128	0227	0327	0427	0527	0627	0727	0827	1027	1127	1227	1327	1427
0228	0328	0428	0528	0628	0728	0828	0928	1028	1128	1228	1328	1428